DYNAMICALLY CONFIGURABLE VIRTUAL WINDOW MANAGER

ABSTRACT OF THE DISCLOSURE

A virtual window manager having a substantially unconstrained active area is provided for managing windows and icon objects. The user is provided options for "carving out" regions of this unconstrained area for placing objects. The carved out regions, or "tunnels", provide the user with a path for subsequently navigating back to each placed object. These tunnels are of arbitrary shape and size, at the user's discretion, as are the shapes of the placed objects. Using the analogy of tunnels, access control can be embodied in the size or shape of each tunnel, wherein individual users possess different spelunking capabilities. Using different colors or textures to distinguish the carved out regions from the undisturbed active areas, the display of select areas can provide for visually interesting effects, and allows for the creative presentation of windows and icons on a user's computer system. Because the user is provided the option of carving out regions as required for placing objects in a limitless active area, the conventional technique of stacking objects within a limited area can be avoided.